

Amendments to the Specification

Please replace the paragraph beginning at page 14, line 22, with the following rewritten paragraph:

For eventing, the generic device emulator ~~204~~ 210 generates state change event messages to send to the network upon changes in device state. For the presentation phase, the generic device emulator ~~204~~ 210 receives and validates presentation requests, and responds to valid presentation requests by sending the presentation data as specified in the service and device description documents 220-221.

Please replace the paragraph beginning at page 17, line 2, with the following rewritten paragraph:

The SSDP layer object ~~3300~~ 330 is responsible for sending the NOTIFY alive messages, respond to Discovery messages and send ByeBye messages when the device is being shutdown.

Please replace the paragraph beginning at page 1, line 12, with the following rewritten paragraph:

One example of a communications protocol where software emulation of devices can play a role in device development is the Universal Plug and Play (UPnP™) device connectivity architecture, which provides a suite of communications or networking protocols for addressing, discovery, description, control, presentation and eventing. Universal Plug and Play (UPnP™) is an architecture for pervasive peer-to-peer network connectivity of intelligent appliances, wireless devices, and personal computers (PCs) of all form factors. (See, e.g., "Universal Plug and Play Device Architecture, Version 1.0," Microsoft Corporation (June 2000), ~~and other documents available from the Universal Plug and Play Forum, such as at www.upnp.org on the Internet.~~) UPnP™ is designed to bring easy-to-use, flexible, standards-based connectivity to ad-hoc or unmanaged networks whether in the home, in a small business, public spaces, or attached to the Internet. UPnP™ is a distributed, open networking architecture that leverages TCP/IP and various other Internet/Web technologies to enable seamless proximity networking in addition to control and data transfer among networked devices in the home, office, and public spaces. The UPnP™ architecture supports zero-configuration networking and automatic discovery whereby a

device can dynamically join a network, obtain an IP address, announce its name, convey its capabilities upon request, and learn about the presence and capabilities of other devices and services.

Please replace the paragraph beginning at page 5, line 14, with the following rewritten paragraph:

The following description is directed to a generic device emulator in device connectivity or other communications protocols. An exemplary application of the generic device emulator is in a network environment of devices using a version of the Universal Plug and Play (UPnP™) peer device networking protocol (e.g., as a replacement for the SSDP discovery protocol used in UPnP™, version 1). UPnP™ is described in more detail in “Universal Plug and Play Device Architecture, version 1.0,” Microsoft Corporation, June 8, 2000; and “UPnP™ Device Architecture 1.0, version 1.0.1,” UPnP™ Forum, May 6, 2003, ~~(both documents being available from the UPnP™ Forum through its website at www.upnp.org).~~ However, the generic device emulator is not limited in application to use with UPnP™, and can be adapted or applied for emulation of devices in other device connectivity or communications protocols, other device connectivity architectures, other computing and networking environments, and other applications.

Please replace the paragraph beginning at page 12, line 25, with the following rewritten paragraph:

For further details of the UPnP™ device connectivity architecture, associated protocols, and UPnP™ descriptions, see “Universal Plug and Play Device Architecture, version 1.0,” Microsoft Corporation, June 8, 2000; and “UPnP™ Device Architecture 1.0, version 1.0.1,” UPnP™ Forum, May 6, 2003, ~~(both documents being available from the UPnP™ Forum through its website at www.upnp.org).~~